

Jeroen BÃ©dorf

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/158611/publications.pdf>

Version: 2024-02-01

18
papers

587
citations

1040056

9
h-index

1058476

14
g-index

19
all docs

19
docs citations

19
times ranked

623
citing authors

#	ARTICLE	IF	CITATIONS
1	High performance direct gravitational N-body simulations on graphics processing units II: An implementation in CUDA. <i>New Astronomy</i> , 2008, 13, 103-112.	1.8	157
2	A sparse octree gravitational N-body code that runs entirely on the GPU processor. <i>Journal of Computational Physics</i> , 2012, 231, 2825-2839.	3.8	146
3	The origin of interstellar asteroidal objects like 11/2017 U1 â€”Oumuamua. <i>Monthly Notices of the Royal Astronomical Society: Letters</i> , 2018, 479, L17-L22.	3.3	50
4	24.77 Pflops on a Gravitational Tree-Code to Simulate the Milky Way Galaxy with 18600 GPUs. , 2014, , .		41
5	The effect of many minor mergers on the size growth of compact quiescent galaxies. <i>Monthly Notices of the Royal Astronomical Society</i> , 2013, 431, 767-780.	4.4	32
6	Gravitational tree-code on graphics processing units: implementation in CUDA. <i>Procedia Computer Science</i> , 2010, 1, 1119-1127.	2.0	30
7	Modelling the Milky Way as a dry Galaxy. <i>Monthly Notices of the Royal Astronomical Society</i> , 2019, 482, 1983-2015.	4.4	29
8	Resolving local and global kinematic signatures of satellite mergers with billion particle simulations. <i>Monthly Notices of the Royal Astronomical Society</i> , 2021, 508, 1459-1472.	4.4	29
9	The dynamics of stellar discs in live dark-matter haloes. <i>Monthly Notices of the Royal Astronomical Society</i> , 2018, 477, 1451-1471.	4.4	24
10	A distributed ASTRA toolbox. <i>Advanced Structural and Chemical Imaging</i> , 2016, 2, 19.	4.0	23
11	Sapporo2: a versatile direct N-body library. <i>Computational Astrophysics and Cosmology</i> , 2015, 2, .	22.7	8
12	Using GPUs to Enable Simulation with Computational Gravitational Dynamics in Astrophysics. <i>Computer</i> , 2015, 48, 50-58.	1.1	5
13	Creating the Virtual Universe. <i>IEEE Software</i> , 2016, 33, 25-29.	1.8	3
14	DeepGalaxy: Deducing the Properties of Galaxy Mergers from Images Using Deep Neural Networks. , 2020, , .		3
15	Impact of bar resonances in the velocityâ€”space distribution of the solar neighbourhood stars in a self-consistent <i>N</i> -body Galactic disc simulation. <i>Monthly Notices of the Royal Astronomical Society</i> , 2022, 514, 460-469.	4.4	3
16	Multi-scale high-performance computing in astrophysics: simulating clusters with stars, binaries and planets. <i>Philosophical Transactions Series A, Mathematical, Physical, and Engineering Sciences</i> , 2019, 377, 20180153.	3.4	2
17	Bonsai-SPH: A GPU accelerated astrophysical Smoothed Particle Hydrodynamics code. , 2020, 1, .		2
18	Parallel gravity. , 2012, , .		0